1942

It is 1942, and war is raging in the Pacific. The enemy's fleet and airforce are growing in strength. It is up to you to restrict their numbers in a daring solo mission your carrier will take you as far as it dares, but from then on you are all alone. Fly your plane over enemy territory and installations, scattered islands and rough terrain. Smart manoeuvring and skilful aerobatics are required to outwit the enemy planes; recovering the mystery "POW"er capsules will give your plane extra capabilities. Be prepared, enemy gunners have their sights set on you, and their pilots are prepared to die to thwart your mission. The carrier awaits your safe return—but have you the skill to survive!!??

LOADING INSTRUCTIONS

Spectrum (Cassette)
LOAD " "

Amstrad/Schneider (Cassette)
RUN "ELITE"

Amstrad/Schneider (Disc)
RUN "ELITE"

Commodore 64/128 (Cassette)
Shift+Run/Stop

Commodore 64/128 (Disc)
LOAD "*", 8,1

Commodore C16 (Cassette)
LOAD "ELITE"

BBC/Electron (Cassette)
CHAIN " "

BBC (Disc)
Shift+Break

PLAYING INSTRUCTIONS

'1942' can be played on various computer formats using the keyboard and/or joystick(s)

Spectrum

All keyboard and joystick options are displayed on screen. To roll the plane use keys 0, 1, 2, 3 or 4.

Commodore 64/128

Use joystick in port 2 and press the space bar to roll the plane.

Amstrad/Schneider CPC

All keyboard and joystick options are displayed on screen to roll the plane use keys 0, 1, 2, 3 or 4

Commodore C16

Use joystick in port 1, and press space bar to roll the plane.